



# 20-Language Localization for 100K-Word Game Without Internal Burden

## Problems addressed:

-  Lacking bandwidth for large-scale localization
-  Ensuring quality across many languages at once



Deuscraft needed localization for Grand Hotel Mania, a hotel simulator game. The scope was substantial: 100,000+ words into 20 languages. Coordinating this scale internally - ensuring consistency and maintaining quality across that many languages - would be a nightmare!

## What we offer:

For Heads of Localization facing massive projects without internal bandwidth, we manage the entire localization process - from glossary building to quality checks.

We stepped in to handle everything. We built a comprehensive glossary from scratch so all translators worked from the same terminology foundation. Throughout the project, we ran our own quality checks to catch issues and keep standards high.

Result: Result: Deuscraft received all 20 language versions with consistent terminology, backed by quality verification across the full scope.

## Impact:

Launched in 20 markets with quality standards met - massive scope managed end-to-end externally